Changing the background/empty color

Changing the background/empty color
by **spacy51** » Sat Oct 25, 2008 2:32 pm

OK, I GOT IT [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

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SVN781: ADDED "change backdrop color" button to palette view and added corresponding hack to the core rendering engine for all graphic modes.

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It works as follow: click on the new button, select color, press OK, done [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

If you want to revert to the default behaviour, simply click cancel instead of OK.

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Changing the background/empty color
by **TerraEsperZ** » Sat Oct 25, 2008 5:17 pm

I can't wait to try it! Hopefully, a new compile will be available soon [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

TerraEsperZ
Junior Member
Posts: 8
Joined: Wed Oct 08, 2008 11:08 pm

Changing the background/empty color
by **spacy51** » Sat Oct 25, 2008 5:51 pm

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VoilÃ !

I'm too lazy for a proper release thread right now. Anyway, I'm awaiting your feedback!

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Changing the background/empty color
by **Squall Leonhart** » Sun Oct 26, 2008 6:43 pm

my avatar is at the right size spacy

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Changing the background/empty color
by **Squall Leonhart** » Sun Oct 26, 2008 6:48 pm

Fixed, mybb team added a limit to scale back avatars in threads.

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Changing the background/empty color
by **TerraEsperZ** » Mon Oct 27, 2008 12:15 am

I didn't have much time to really test it, but it's working great so far. It's incredible how much time I would have saved if that feature had been in VBA back when I tried mapping Castlevania: Circle Of The Moon and Metroid Fusion and had to remove almost every background by hand.

TerraEsperZ
Junior Member
Posts: 8
Joined: Wed Oct 08, 2008 11:08 pm

Changing the background/empty color
by **spacy51** » Mon Oct 27, 2008 3:30 am

Hehe, and there was even a "backdrop" or "background" color variable in every display mode source code file [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Changing the background/empty color
by **TerraEsperZ** » Thu Nov 13, 2008 9:49 pm

Sorry for taking so long to reply, but after testing it extensively, I can say that it works really well and is really helpful. The backgrounds are replaced by the chosen color, even in the case where said background was a gradiant color.

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There's a tiny little problem that isn't one really: you can chose whatever color you want, but it will still be displayed according to the GBA's palette. For example, choosing full white (255, 255, 255) will end up on the screen as (248, 248, 248). But still, just being able to choose the one you want is more than enough for me. Nothing more would be gained by going further [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />.

TerraEsperZ
Junior Member
Posts: 8
Joined: Wed Oct 08, 2008 11:08 pm

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